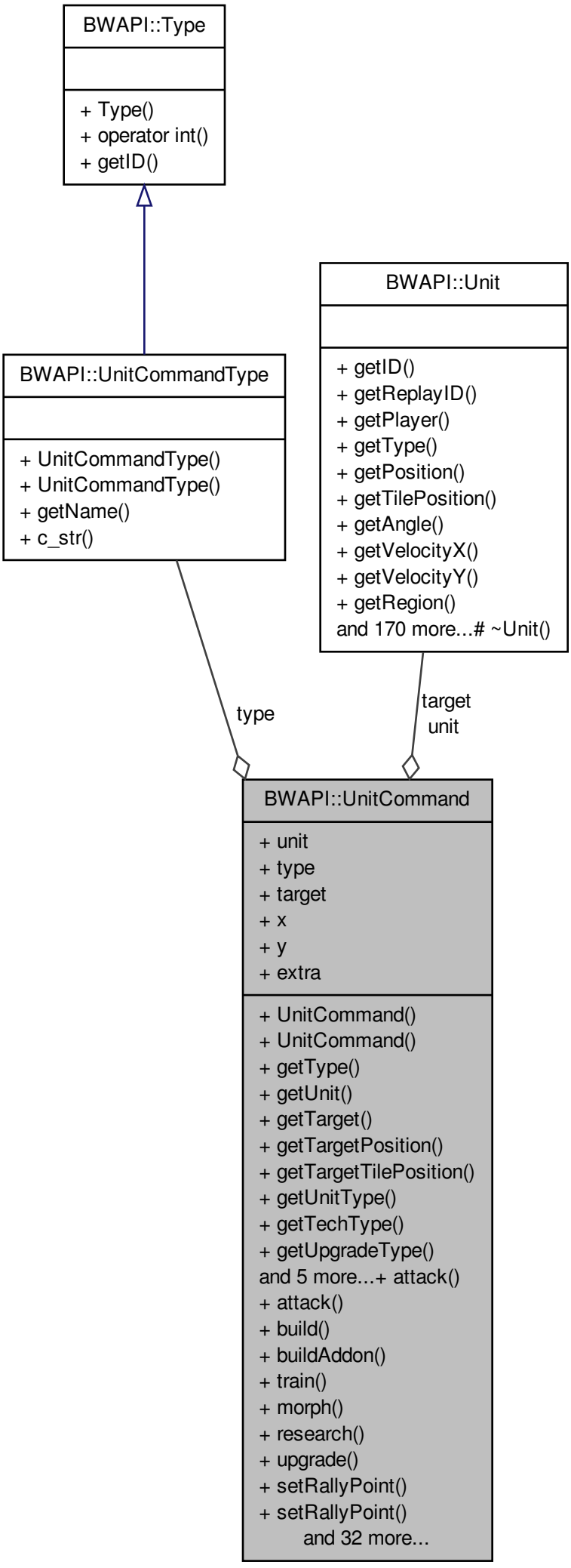
BWAPI::Type
+ Type()
+ operator int()
+ getID()
BWAPI::UnitCommandType
+ UnitCommandType()
+ UnitCommandType()
+ getName()
+ c_str()
BWAPI::Unit
+ getID()
+ getReplayID()
+ getPlayer()
+ getType()
+ getPosition()
+ getTilePosition()
+ getAngle()
+ getVelocityX()
+ getVelocityY()
+ getRegion()
and 170 more...# ~Unit()
type
target
unit
BWAPI::UnitCommand
+ unit
+ type
+ target
+ x
+ y
+ extra
+ UnitCommand()
+ UnitCommand()
+ getType()
+ getUnit()
+ getTarget()
+ getTargetPosition()
+ getTargetTilePosition()
+ getUnitType()
+ getTechType()
+ getUpgradeType()
and 5 more...+ attack()
+ attack()
+ build()
+ buildAddon()
+ train()
+ morph()
+ research()
+ upgrade()
+ setRallyPoint()
+ setRallyPoint()
and 32 more...